

Hannah Thompson

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Education	University of California, San Diego B.S. in Computer Science – GPA 3.654	June 2014
Experience	Software Engineering Intern at Yahoo! - Updated systems tests pipeline to decrease Ads testing approval time - Created e-mail notifying system (using monitoring tools) for slow queries, stalls, and errors	Jun 2013 — Sept 2013
	UCSD Computer Science Tutor - CSE 21: (Discrete) Mathematics for Algorithms and Systems Analysis under Ronald Graham - CSE 12 & 15 : Data Structures & OO Design, Software Tools Lab under Paul Kube - Assist students with programming assignments (Java), JUnit, Eclipse, and debugging - Hold office hours to answer questions about material and grade assignments.	Jan 2013 — Present
	Technology and Outreach Intern at Rebuilding Alliance - Re-designed & rewrote website in HTML/CSS; fixed bugs - Wrote guides to add new content, edit website, use Salesforce database for co-workers - Coordinated volunteers and events to raise over \$50,000 for several projects	Oct 2010 — Sept 2011
Projects	UCSDme: iOS App - Augmented reality first person mapping application that gives a personal tour of the UCSD campus and the ability to visually find your Facebook friends on a map MyCity: Android - Location-based social network via GoogleTalk, GoogleMaps, Jabber Smack API to allow users to see location and availability of friends, group chat, and mark favorite locations on a map Network Planning - Read in servers with weighted links for time versus cost optimization. Utilized Kruskal, Dijkstra, and Floyd-Warshall algorithms to find best possible minimum spanning trees.	
Courses	Core: Advanced Data Structures (<i>C++</i> , <i>Java</i>), Algorithms, Programming Languages (<i>OCaml</i> , <i>Python</i> , <i>Prolog</i>), Compilers, Operating Systems (<i>C/C++</i>), Theory of Computation, Computer Organization and Systems Programming (<i>SPARC</i> Assembly), Advanced Algorithms (Linear Programming), Computer Security (<i>C++</i>) Mobile: Mobile Programming (<i>iOS</i>), Human-Computer Interaction (<i>JavaScript</i> , <i>HTML/CSS</i>), Software Engineering (<i>Android/Java</i>)	
Skills	Preferred Programming Languages: <i>Java</i> , <i>C</i> , <i>C++</i> Preferred Tools: Eclipse, Xcode, JUnit, Vim, GDB, UNIX, git, LaTeX	